



**HOW TO  
SURVIVE  
A GAME OF  
FACEEATER**

**OFFICIAL DEATH-AVOIDANCE MANUAL**

# WELCOME TO FACEEATER

The game of FaceEater comes with a basic FaceEater Deck consisting of 192 cards, which includes 104 regular cards, 72 Power Cards, 8 FaceEaters and 8 Jokers. The Survival Guide includes the rules and an index with cross-referenced explanations of all cards in the game. Two to six people can play.

The object of FaceEater is to avoid having your face eaten while you shaft your opponents! A standard FaceEater game has three rounds, and **the player with the lowest score at the end of the last round wins.** Play extra or fewer rounds as desired. To begin, each player draws a card from the deck.

**The highest numbered regular card determines the first player who “calls the game,” i.e., names the requirements needed to set down in a round – see below.** The dealer sits to the right of the first player and playing order moves clockwise.

**Each player is dealt thirteen cards, except for the first player who receives two extra cards as his “draw.” No player can look at his cards until all players have a complete hand and the round begins. The goal is to “set down” and then “go out” each round.** Neither Power Cards nor regular cards may be directly exchanged. Any player lucky enough to receive no regular cards or FaceEater cards at the start of a round, and who has only Power Cards in his hand, can declare a “shafting” that ends the round and can take minus 400 points, thus forcing his opponents to add the contents of their hands to their scores.

**One discard pile is for regular cards and FaceEater cards, and the other is for Power Cards. With each turn, the player draws two cards from the FaceEater deck and discards one regular card, until he has set down. After setting down, the player draws only one card and discards one card per turn.** The player is allowed to draw one of his cards from the top of the regular card discard pile if it will help him to form a “set,” “straight,” or “run.” **A set consists of multiple matching numbered cards from any color group, a straight consists of cards from any color group in sequential order, and a run consists of cards of the same color group in sequential order, the latter being by far the most difficult to assemble.** Players form requisite sets, straights, and runs depending on the game called. Calling the game “Two sets of three, limit three sets,” means each player needs at least two sets to set down initially, with only one additional set allowed per player. Limiting the number of sets each player can form gives others a chance to set down before an opponent goes out. **Each set must be different than all previous sets laid down, making it increasingly difficult for players to set down.**

Call the game as desired in each round, except in two to three player games where “no limit” is required for sets, straights, and runs. When “no limit” is chosen in four to six player games, the game is more dangerous and moves at a faster pace. Some combinations are as follows:

- 1) One set of three, limit two sets.
- 2) One set of three, unlimited sets.
- 3) Two sets of three, limit four sets.
- 4) Three sets of three, limit three sets.
- 5) One straight of four, unlimited runs and sets.
- 6) One run and one straight of three, limit three sets.
- 7) One run of four, unlimited sets and straights.

**Once a player collects the required number of sets, straights and/or runs, he can set down.** The first player to set down subtracts 200 points from his score. After a player sets down, he should gradually rid himself of cards that are not Power Cards so he can go out, starting with any FaceEaters he may possess. FaceEaters are not Power Cards; they count against the player holding them at the end of a round, and can be discarded only after a player has set down. Players should always discard cards in descending order of their point value. **A player can go out as soon as he discards the last remaining non Power Card that doesn’t “play,” no matter how many Power Cards he still possesses.**

**Cards that “play” work with existing sets, straights, and runs and can only be eliminated during a player’s own turn. Regardless of which player set them down, all sets, straights, and runs are usable by any player that has already set down.** Players should use all beneficial Power Cards before going out, and then must alert their opponents of their intention to end the round as well as prove how they are able to do so, i.e., they only have one regular card left that doesn’t “play,” or have a Discard 5 Cards and six or less regular or FaceEater cards in their hand. **If the player has more cards in their hand than can obviously be discarded with a Power Card like Discard 5 Cards, they must turn their hand face up as proof of the ability to go out.** Opponents may or may not try to prevent the round from ending, since every card in their hands, with the exception of Power Cards, will count as points against them. **If the player’s opponents are unable to prevail in stopping him, the player discards his remaining cards and subtracts 200 points from his score.** The player who goes out gets to call the game in the next round and goes first, and the player to their right becomes the dealer for this new round. **All FaceEater cards are reshuffled at the start of every new round.**

Regular cards and FaceEaters present in players’ hands after an opponent ends the round count as points against them, and are equivalent to:

- Quadruple FaceEater – 400 points
- Triple FaceEater – 300 points
- Double FaceEater – 200 points
- Single FaceEater – 100 points
- Joker – 50 points
- Ace – 20 points
- King, Queen, Jack, or Ten – 10 points
- Nine, Eight, Seven, Six, Five, Four, Three, or Two – 5 points

Intense Power Card exchanges are common at the start of any round, because they can be used out of turn, except for the Discard 5 Cards, Mutation, and Zombification. Power Cards can only be used once unless a Rejuvenator card is played. Players may use Power Cards whenever they choose to encumber their opponents and to protect themselves in the hopes of insuring their own success. Familiarity with Power Cards and their possible combinations for attack and defense is vital. The timing involved with using Power Cards, and the ability to respond quickly to developing situations, will greatly influence the outcome of any FaceEater game. Although fate may provide opponents with more Power Cards, the ability to strike quickly and pick battles carefully may ultimately produce the winner. Each game is a completely new series of events. Play FaceEater once and you’re hooked for life!

# FACEEATER CARDS INDEX:

This index lists every card used in the game of FaceEater. The numbers in parentheses (which appear after the information about the cards) indicate how many copies of each card exist in the FaceEater deck.

**Addiction:** Your opponent receives 50 points each time it is his turn for the entire round in support of his debilitating habit, and he skips his current or next turn to "get well." (1)

**Alien Abduction:** Skip an opponent's turn and add 200 points to his score. Combine it with the Alien Probe to begin an Alien Invasion! (See Alien Probe and Alien Invasion.) (1)

**Alien Invasion:** Combining the Alien Abduction with the Alien Probe begins an Alien Invasion by opening an inter-dimensional portal that releases a hideous monster called Slithiss, which feeds on misery and fear as it makes way for the invaders! An Alien Invasion makes it your turn and adds 500 points to each of your opponent's scores! Stopped only by the Not a Chance! (See Alien Abduction, Alien Probe and Not a Chance.)

**Alien Probe:** Multiply the total number of players by 100 to determine the total points your opponent receives for each probing! Since your opponent's memory will be erased, no cancelling or reversing of the point penalty is possible. Combine it with the Alien Abduction to begin an Alien Invasion! (See Alien Abduction and Alien Invasion.) (1)

**Annihilator:** Your opponent is scorched with 500 points if he has not yet set down, and 250 points if he has. The point penalty can be cancelled but not reversed. (1)

**Body Snatcher:** Trade hands with the opponent of your choice! (1)

**Cancel:** Any regular point or card penalty, regardless of who is using it, as well as any discard card or minus score, is cancelled. For example, you might want to cancel a Take 5 Cards that your opponent chooses to use on himself for the purpose of possibly obtaining cards he needs to set down. The Cancel card does not stop any special attacks or another Cancel card. (See Take 5 Cards.) (3)

**Collect All FaceEaters:** Your opponent receives every FaceEater held by all other players whether they have set down or not. Add 100 points to your opponent's score for every FaceEater received. If no FaceEaters are forthcoming, add 250 points to his score. (1)

**Conformity:** Roll back the IQs! Unable to think outside the box, these dim-witted drones have rendered themselves chronically lame, and thus deserve 300 points each, which may be individually cancelled but not reversed. (1)

**Cosmic Chicken:** You're under the downy wing of the Almighty! You receive minus 500 points, and may draw three cards each turn until you set down, although you may still discard only one card per turn. The Cosmic Chicken can be Reverse Polarized into a Pug of Doom! (See Pug of Doom and Reverse Polarity.) (1)

**Discard 5 Cards (d5):** You can discard five cards that do not play after you set down, but only during your own turn. (3)

**Environmental Disaster:** Corporate greed poisons all opponents' air, food and water, adding 200 points to their scores, which can be individually cancelled but not reversed. (1)

**Escape:** If another player goes out before you do, the Escape allows you to ignore the contents of your hand and add nothing to your score! If it is your turn, the Escape can also be used as a d5, but this makes it vulnerable to being stolen or cancelled. (See Discard 5 Cards.) (1)

**Extinction:** Destroys all life on Earth, which prevents your opponents from winning and voids the FaceEater game! Or if the game is going well for you, enjoy minus 250 points. (1)

**Single FaceEater:** FaceEaters are not Power Cards and are of no benefit to the player. Add 100 points to your score if you are caught with one in your hand when another player goes out. You may not discard any FaceEater card until you set down, unless you are compelled to do so when another player uses a Collect All FaceEaters. (See Collect All FaceEaters.) (2)

**Double FaceEater:** It works like a single FaceEater, but you must add 200 points to your score if it is in your hand when an opponent goes out. (2)

**Triple FaceEater:** It works like a single FaceEater, but you must add 300 points to your score if it is in your hand when an opponent goes out. (2)

**Quadruple FaceEater:** It works like a single FaceEater, but you must add 400 points to your score if it is in your hand when an opponent goes out. (2)

**Feeding Frenzy:** If you declare the Feeding Frenzy against another player, your other opponents can attack only your victim for the remainder of the round. In a two player game, the Feeding Frenzy automatically acts as a You Must Be Joking. (See Negotiator.) (1)

**Future Shaft:** You are allowed to send any card you wish into the future if the game is not in its final round. You may decide later in which round you will use the card. If the game is in its final round, the Future Shaft is automatically used as a Time Warp. When the card in question resurfaces in the future, it can be stopped like any other Power Card, but not stolen. Any Power Card sent into the future and discarded into the Power Card pile will be shuffled into the next deal, but it cannot be Rejuvenated during the current round because it does not physically exist. (See Rejuvenator, Reverse Polarity, and Time Warp.) (1)

**Grim Reaper:** Death offers its icy embrace along with 150 points every time it is your opponent's turn, but he can be cured by the Immunity or the Rejuvenator! (See Immunity and Rejuvenator.) (1)

**Hand of Fate:** Acts as a Super Reverse Penalty by redirecting any single attack or combination of attacks that use a numerical value, to the player of your choice, unless some part of the attack cannot be reversed! Only a You Must Be Joking or Not a Chance can stop the Hand of Fate. (1)

**Immunity:** This card cures or prevents the following Afflictions for the entire round: Addiction, Death, Lobotomizer, Nerve Gas, Parasite, Plague, Possession, or Zombification. (1)

**Joker:** A wild card used as any needed card to help form sets, straights and runs or play on an opponent's existing sets, straights or runs. Because Steal the Joker and the Multi-Steal can seize this card, Jokers should be announced before use so opponents can choose to steal it or not. This prevents your opponents from knowing the contents of your hand until it is safe to set down. (8)

**Last Chance:** If an opponent has set down and declares that he is out, you can keep the game going by having him pick up one card that does not play from the discard pile, including any FaceEaters. An opponent kept in the same round by the Last Chance forfeits any Power Cards he had and retains one card that doesn't "play." If no cards remain that do not play, the round ends and you can use the Last Chance as an Escape. The Last Chance also works as an Escape if an opponent uses a Terminator to end the round. (See Escape and Terminator.) (1)

**Lobotomizer:** Your opponent cannot attack anyone, defend himself, or take minus scores for the entire round, and if it is his turn, he must skip it, but he can still draw and discard at his next turn. (1)

**Minus 50 Points:** Take 50 points off of your score. (1)

**Minus 100 Points:** Take 100 points off of your score. (2)

**Minus 200 Points:** Take 200 points off of your score. (2)

**Multi-Escape:** Choose one: Escape, Immunity, Negotiator or You Must Be Joking! (1)

**Multi-Shaft:** Choose one: Cancel a Discard 5 Cards, Cancel Minus Score, Take 5 Cards or Take 200 Points. (1)

**Multi-Steal:** Choose one: Steal the Discard, Steal the Joker, Steal the Minus Score or Steal the Turn. (1)

**Mutation:** Changes a card that almost completes a set, straight or run into the card you need. The card to be mutated must be within one digit of the card you need, and this can only be accomplished during your own turn. (1)

**Negotiator:** If your opponent refuses to withdraw his attack against you, he receives 500 points, but suffers no penalty at all if he chooses to use the same attack against another player. The Negotiator is only useful if you are attacked first, and only if the attack does not affect other players; the only exception to this is the Feeding Frenzy. In a two player game, the Negotiator automatically acts as a You Must Be Joking. (See You Must Be Joking.) (1)

**Nerve Gas:** The total number of players (2-6) determines the number of turns your opponent cannot attack, act defensively, draw, or discard. (1)

**Not a Chance:** Because this is the most powerful card in the deck, it can stop or nullify any single Power Card or combination of Power Cards, or any unique power created by combining two cards, such as the Alien Invasion. If you do not need to use the Not a Chance, take minus 500 points! Since the Not a Chance is the trump card, its minus score cannot be cancelled, stolen, or Reverse Polarized, and it bests a You Must Be Joking. (See Alien Invasion, Reverse Polarity, and You Must Be Joking.) (1)

**Parasite:** Attach it to your opponent and add 50 points to his score every time it is his turn, but he can be cured by the Immunity. (See Immunity.) (1)

**Plague:** Your infected opponent receives 100 points every time it is his turn, but he can be cured by the Immunity. (See Immunity.) (1)

**Politician:** This pathological liar uses power for personal gain by selling his influence to the highest bidder. Enjoy minus 200 points in kickbacks while your opponents each receive 200 points. Points may be individually cancelled but not reversed. (1)

**Possession:** Your opponent surrenders his entire hand to you regardless of whose turn it is, which you may then view without allowing any other opponents to see it. Pick any card from your opponent's hand and discard it, use it on another player, use it on the "Possessed," or use it for yourself. If no Power Cards or regular cards are helpful in your opponent's hand, just return their hand and continue to play. (1)

**Pug of Doom:** Behold the face of evil! Your opponent receives 500 points and skips every other turn until the end of the round. The Pug of Doom can be Reverse Polarized into a Cosmic Chicken. (See Cosmic Chicken and Reverse Polarity.) (1)

**Rejuvenator:** Brings any discarded Power Card back to life or cures Death if the Grim Reaper visits! (See Grim Reaper.) (1)

**Reverse Penalty:** You can reverse the penalty, whether points or cards, even if an opponent is giving cards to himself. (4)

**Reverse and Double Penalty:** You can reverse the total point or card penalty at double strength to the player of your choice! (1)

**Reverse Polarity:** This card reverses the nature of Power Cards, used alone or in combination, for you or your opponent. For example, if your opponent gives you 200 points and uses the Salt in Your Wounds to turn that into 600 points, you can Reverse Polarize that into minus 600, or if your opponent tries to claim minus 200, you can Reverse Polarize that into plus 200 Points! If your opponent is trying to go out with a d5, you can change it into a Take 5 Cards that they have to draw, or if you need to give yourself cards to assist you in setting down, you can change a d5 you may possess into a Take 5 Cards. The Reverse Polarity card can also change a Cosmic Chicken into a Pug of Doom and vice versa, or change a Time Warp into a Future Shaft. The Reverse Polarity will transform your portion of a group attack like the Politician. (See Politician and Salt in Your Wounds.) (1)

**Salt in Your Wounds:** You can triple the power of any single or combined point penalty your opponent receives, except for those involving Afflictions. Points may be cancelled but not reversed. (See Immunity.) (1)

**Skip the Turn:** Skip your own turn or your opponent's turn. If your opponent reveals a Joker or declares that he intends to go out, you might want to use this to delay him. (1)

**Soul-Snatcher:** Trade scores with your opponent any time you like! (1)

**Steal the Discard:** When an opponent is trying to use a d5, seize it. (1)

**Steal the Joker:** When an opponent is trying to use a Joker, seize it. (1)

**Steal the Minus Score:** When an opponent is claiming any single minus score, take it for yourself, unless the minus score is claimed from the Not a Chance. (See Not a Chance.) (1)

**Steal the Turn:** You can use this attack at any time, but remember that timing is everything. If an opponent is trying to set down or go out, you can delay him, or if an opponent discards a card you need to complete a set, straight, or run and it is not your turn, change that. Play continues clockwise from your position. (1)

**Take 50 Points:** Your opponent receives 50 points. (1)

**Take 100 Points:** Your opponent receives 100 points. (2)

**Take 200 Points:** Your opponent receives 200 points. (2)

**Take 5 Cards (t5):** Your opponent must take five cards from the deck, or you can take five cards. Players can give themselves only one t5 or t10 per round and only during their own turn. Take 5 Cards may be used to keep your opponents from going out or increase their score before you go out. (See Take 10 Cards.) (4)

**Take 10 Cards (t10):** It works like a t5, but your opponent must take ten cards from the deck, or you can take ten cards. (See Take 5 Cards.) (1)

**Televangelist:** Leaving behind a wasteland of gullible victims, this con artist lives high off the collection plate! Enjoy minus 300 points while your opponents each receive 100 points. Points may be individually cancelled but not reversed. (1)

**Terminator:** Immediately ends the round, and you get minus 200 points for going out. Take an additional minus 200 if no one set down first. Add together the point value of all players' cards and add the total to each of your opponent's scores. Unless someone has the Not a Chance or a You Must Be Joking to stop you, you might get lucky and add hundreds of points to your opponents' scores! Unless the Terminator is stopped, none of your opponents' Power Cards can be used, with the exception of the Escape or the Last Chance! (See Escape, Last Chance, Multi-Escape, Not a Chance, and You Must Be Joking!) (1)

**Time Warp:** Allows you to travel back in time to defend yourself from an attack with a card you did not have then but do now, such as a You Must Be Joking! The Time Warp can be Reverse Polarized into a Future Shaft. (See Future Shaft, Reverse Polarity and You Must Be Joking.) (1)

**You Must Be Joking (YMBJ):** This card cancels any special attack or combination of attacks that are formed by two or more cards, with the exception of the Alien Invasion. In the case of a collective attack such as the Televangelist, the YMBJ protects only you, but it can be stopped by another YMBJ or the Not a Chance, which trumps it! The YMBJ can mean the difference between winning and losing, depending on the attack against you, and it can even save you after the fact, when used in combination with a Time Warp. The YMBJ does not have any effect on the Cosmic Chicken or the Pug of Doom. (See Not a Chance, Televangelist, and Time Warp.) (3)

**Zombification:** This card renders your opponents mindless, assuming that is not the case already! Take advantage of the idiots by setting down up to three sets, straights, or runs made up of random cards as if they are legitimate sets, straights, or runs, regardless of any limits declared at the beginning of the round! Such "sets," "straights," and "runs" must be specifically named so they can later be used in play if this card does not end the round. The Zombification can only be used during your own turn, and if any player claims Immunity, the Zombification will not work. (See Immunity.) (1)

**Recognizing life as a meaningless nightmare of suffering is the first step in mastering FaceEater. Sharing that suffering with your friends by shafting them with a variety of Power Cards is the finest expression of that misery. Allow yourself the joy of Nerve Gassing a close friend, introduce a stranger to the Alien Probe, or destroy all life on Earth with the Extinction. It hardly matters, as long as you avoid having your own face eaten.**

## FACEEATER POWER CARD DEFENSE BASICS:

The Cosmic Chicken and the Pug of Doom, although they are not currently on speaking terms, sat down to answer some questions about how powers in the FaceEater game relate to each other. The following responses do not represent a complete set of possibilities, but the following seven Power Cards should always be considered defensively:

**Multi-Escape:** Can be used as a Negotiator or a You Must Be Joking.

**Negotiator:** Will stop most Power Cards that are attacks, but is only useful if you are attacked first. For example, it will not stop an opponent from taking a minus score.

**Not a Chance:** Will stop any single Power Card or combination of Power Cards, or combined power like the Alien Invasion.

**Rejuvenator:** Can reintroduce any used Power Card that has been discarded.

**Reverse Polarity:** Will thwart many Power Cards, including some combined powers, by changing the nature of the Power Card functions being Reverse Polarized, thus creating the opposite effect.

**Time Warp:** Go back in time to undo an attack with the Power Card you needed!

**You Must Be Joking:** Will stop any Power Card except the Cosmic Chicken, Not a Chance, Pug of Doom, or another You Must Be Joking.

## THE FOLLOWING ARE OPTIONS FOR SELF-DEFENSE:

**Addiction:** Players can stop this Power Card with the Immunity or the Multi-Escape.

**Alien Abduction:** See Survival Guide.

**Alien Invasion:** Players can stop this combined power only with the Not a Chance.

**Alien Probe:** See Survival Guide.

**Annihilator:** Players can stop this Power Card with a Cancel.

**Body Snatcher:** See Survival Guide.

**Cancel:** See Survival Guide.

**Collect All FaceEaters:** See Survival Guide.

**Conformity:** Players can stop this Power Card with a Cancel.

**Cosmic Chicken:** Stopped only by the Not a Chance or Reverse Polarity.

**Discard 5 Cards:** Players can stop this Power Card with a Cancel, Multi-Shaft, Multi-Steal, or Steal the Discard.

**Environmental Disaster:** Players can stop this Power Card with a Cancel.

**Escape:** Can be used as a Discard 5 Cards, as can the Multi-Escape, and can be cancelled or stolen with a Cancel, Multi-Shaft, Multi-Steal, or Steal the Discard when used as such.

**Extinction:** See Survival Guide.

**Feeding Frenzy:** See Survival Guide.

**Future Shaft:** Players can stop this Power Card with a Multi-Escape or Reverse Polarity, which turns it into a Time Warp. If you are in the final round, the Future Shaft is automatically used as a Time Warp. See Survival Guide.

**Grim Reaper:** Players can stop this Power Card with the Immunity, Multi-Escape or Rejuvenator.

**Hand of Fate:** Acts as a Super Reverse Penalty by redirecting any single attack or combination of attacks that use a numerical value to the player of your choice, unless part of the attack cannot be reversed! See Survival Guide.

**Immunity:** The Multi-Escape can also be used as an Immunity.

**Last Chance:** Can be used as an Escape, and thus as a Discard 5 Cards, and can be cancelled or stolen when used as such.

**Lobotomizer:** Players can stop this Power Card with the Immunity or the Multi-Escape.

**Minus 50, 100, 200 Points:** Players can stop these Power Cards with a Cancel, Multi-Shaft, or Multi-Steal.

**Multi-Escape:** Can be used as an Escape, and thus as a Discard 5 Cards, and can be cancelled or stolen when used as such. See Survival Guide.

**Multi-Shaft:** Players can stop some options of this Power Card with a Cancel.

**Multi-Steal:** Players can stop some options of this Power Card with a Cancel or the Multi-Shaft.

**Mutation:** See Survival Guide.

**Negotiator:** The Multi-Escape can also be used as a Negotiator. See Survival Guide.

**Nerve Gas:** Players can stop this Power Card with the Immunity or the Multi-Escape.

**Not a Chance:** Stops anything and everything. See Survival Guide.

**Parasite:** Players can stop this Power Card with the Immunity or the Multi-Escape.

**Plague:** Players can stop this Power Card with the Immunity or the Multi-Escape.

**Politician:** Players can stop this Power Card with a Cancel.

**Possession:** Players can stop this Power Card with the Immunity or the Multi-Escape.

**Pug of Doom:** Stopped only by the Not a Chance or Reverse Polarity.

**Rejuvenator:** See Survival Guide.

**Reverse Penalty:** Players can stop this Power Card with a Cancel or the Hand of Fate.

**Reverse and Double Penalty:** Players can stop this Power Card with a Cancel or the Hand of Fate.

**Reverse Polarity:** Players can stop this Power Card with a Cancel, depending on the Power Card(s) being Reverse Polarized. See Survival Guide.

**Salt in Your Wounds:** Players can stop this Power Card with a Cancel.

**Skip the Turn:** Players can stop this Power Card with the Steal the Turn or the Multi-Steal.

**Soul Snatcher:** See Survival Guide.

**Steal the Discard:** Players can stop this Power Card with a Cancel or the Multi-Shaft.

**Steal the Joker:** See Survival Guide.

**Steal the Minus Score:** Players can stop this Power Card with a Cancel or the Multi-Shaft.

**Steal the Turn:** Players can stop this Power Card with a Skip the Turn or the Multi-Steal.

**Take 50, 100, 200 Points:** Players can stop these Power Cards with a Cancel, Hand of Fate, Reverse Penalty, or Reverse and Double Penalty.

**Take 5 Cards:** Players can stop this Power Card with a Cancel, Hand of Fate, Reverse Penalty, or Reverse and Double Penalty.

**Take 10 Cards:** Players can stop this Power Card with a Cancel, Hand of Fate, Reverse Penalty, or Reverse and Double Penalty.

**Televangelist:** Players can stop this Power Card with a Cancel.

**Terminator:** See Survival Guide.

**Time Warp:** Players can stop this Power Card with a Multi-Escape or Reverse Polarity. See Survival Guide.

**You Must Be Joking:** Players can stop this Power Card with the Multi-Escape. See Survival Guide.

**Zombification:** Players can stop this Power Card with the Immunity or the Multi-Escape.